VISIT…

START AT THE END

A short adventure for four 7th-level player characters

CREDITS

Design:	Rich Redman
Editing and Typesetting:	Sue Weinlein Cook
Editorial Assistance:	Penny Williams
Cartography:	Rob Lazzaretti
Web Production:	Julia Martin
Web Development:	Mark A. Jindra
Graphic Design:	Sean Glenn, Cynthia Fliege

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d20 system

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Start at the End is a short adventure that puts the dragon encounter at the beginning instead of at the end. Designed for four 7th-level characters, it provides enough experience to raise them to 8th level. A cleric and a rogue are highly recommended for all adventure parties.

Generations ago, the wizard known as Elizar Branded Hand came to the village of Gross Fell seeking land to build a library and laboratory. The villagers were only too happy to have such a prominent person living near them. A successful Knowledge (local) check (DC 25) reveals that Elizar built his library and laboratory shortly before something began breaking into homes and killing the villagers. When Elizar refused to help the villagers hunt down and destroy the beast, they burned his buildings. Apparently Elizar fled into the crypt beneath his land and hasn't been seen since. The nocturnal assaults stopped at the same time.

Now a young dragon has appeared in the skies above Gross Fell, attacking the flocks and flying off into the hills. No one is precisely sure where it lairs, but a few fear it may have unearthed Elizar's crypt, taking residence there and perhaps releasing the Branded Hand's evil once again.

ADVENTURE SYNOPSIS

Start at the End begins as a dragon-slaying mission: The PCs are pitted against Kyracolides, a young blue dragon who recently uncovered Elizar's crypt while searching for a lair. What neither the PCs nor the villagers yet realize is that while Kyracolides is indeed a danger to the people and livestock of Gross Fell, he has inadvertently uncovered something far more dangerous. The rear of the lair opens to a small crypt area, behind which are a series of tunnels inhabited by all manner of unwholesome creatures. While the dragon is willing to leave them in peace in return for living space, he has not yet encountered the master of the crypt: Elizar Branded Hand was the creature who terrified Gross Fell generations ago, after becoming a vampire.

PREPARATION

As the Dungeon Master (DM), you need a copy of the *Player's Handbook*, the *DUNGEON MASTER'S® Guide*, and the *MONSTER MANUAL®* to use this adventure. If you plan to set the adventure in Faerûn, you'll need a copy of the new *FORGOTTEN REALMS® Campaign Setting*. Monster and NPC statistics are provided with

each encounter in abbreviated form or, where appropriate, the proper page in the *Monster Manual* is referenced.

You can adjust the difficulty of the adventure by changing the level of main antagonist (Elizar Branded Hand, the vampire wizard), or by altering the number of wraiths, shadow mastiffs, and xorns living in his crypt. To tailor the encounter to groups of different levels, refer to Table 4-1 in Chapter 4 of the *Dungeon Master's Guide*.

The adventure is set near a village known as Gross Fell but adapts easily to hilly farming region in existing campaigns. *Start at the End* uses a modified version of the Darkcrypt map from the August 30, 2001 Map-a-Week feature on the D&D website. It is available for you to download at <http://www.wizards.com/dnd/images/mapofweek/darkcrypt.jpg>. The modified map is reprinted on the next page for your convenience.

Should you wish to develop the adventure beyond what is presented here, the best opportunity to do so is to focus on the brand on Elizar's left palm and develop a cult of Erythnul around it. (See "Concluding the Adventure.")

CHARACTER HOOKS

This is a good "side trek" adventure—it's easy to insert it into an existing campaign any time the player characters (PCs) are traveling in a hilly region a bit off the beaten track. Alternately, Kyracolides can be the central antagonist in a longer story that you devise. Use the following hooks and rumors to draw the PCs into the encounter with the dragon.

- The PCs are in the village of Gross Fell when they learn that herders spotted a dragon in the hills above the village. Fearful of what this occurrence may portend, the community's elders appeal to the player characters for assistance, offering a small but heartfelt reward for their help.
- The PCs arrive in Gross Fell following barely remembered tales of a wizard who succumbed to evil and was buried alive. Parents use tales of Elizar Branded Hand to curb disobedient children. The characters spot the similarity between those tales and the tales of the buried wizard.
- The PCs hear a local legend that tells of a fabulous treasure buried in the hills outside the village of Gross Fell.

Gross Fell

♕ Gross Fell (village): Conventional; AL NG; 200 gp limit; Assets 8,500 gp; Population 850 adults; Isolated (human 96, halfling 2, elf 1, all others 1).

Authority Figure(s): Gwydion Harthorn, female human Drd15; Jolan Hawkscar, male half-elf Rgr13.

Important Characters: Arrakk the Hammer, male half-orc Ftr8 (sheriff); Shepherd Hodge, male human Com9; Nadya the Smith, female human Exp7; Tarlach Vell, female human Clr6; Sinnoch Root, male human Sor2.

Others: Town guard, War5, two War2, five War1.

Notes: Gross Fell is a village of farmers and shepherds. Several outlying hamlets use this settlement as a trade center; the nearest is about 30 miles away. The nearest town lies about 35 miles from Gross Fell.

The Crypt's Construction

The crypt entrance is at the base of a hill about 9 miles from Gross Fell, not far from pastures and trails used by local shepherds. Kyracolides hides the entrance with *mirage arcana* while sleeping in it. While he is out hunting, the entrance appears to be a 10-foot wide tunnel with masonry walls and a 12-foot arched ceiling.

Except where noted otherwise, walls in the crypt are masonry, typically 1 foot thick (break DC 35, hardness 8, 90 hp per 10-foot-square section, Climb DC 15). All doors are strong wooden ones (2 inches thick, hardness 5, 20 hp; break DC when stuck 23, and when locked 25), except where noted in a specific encounter description. Descriptions of encounter areas list details of any locks.

There is no light in the crypt except whatever the PCs bring with them.

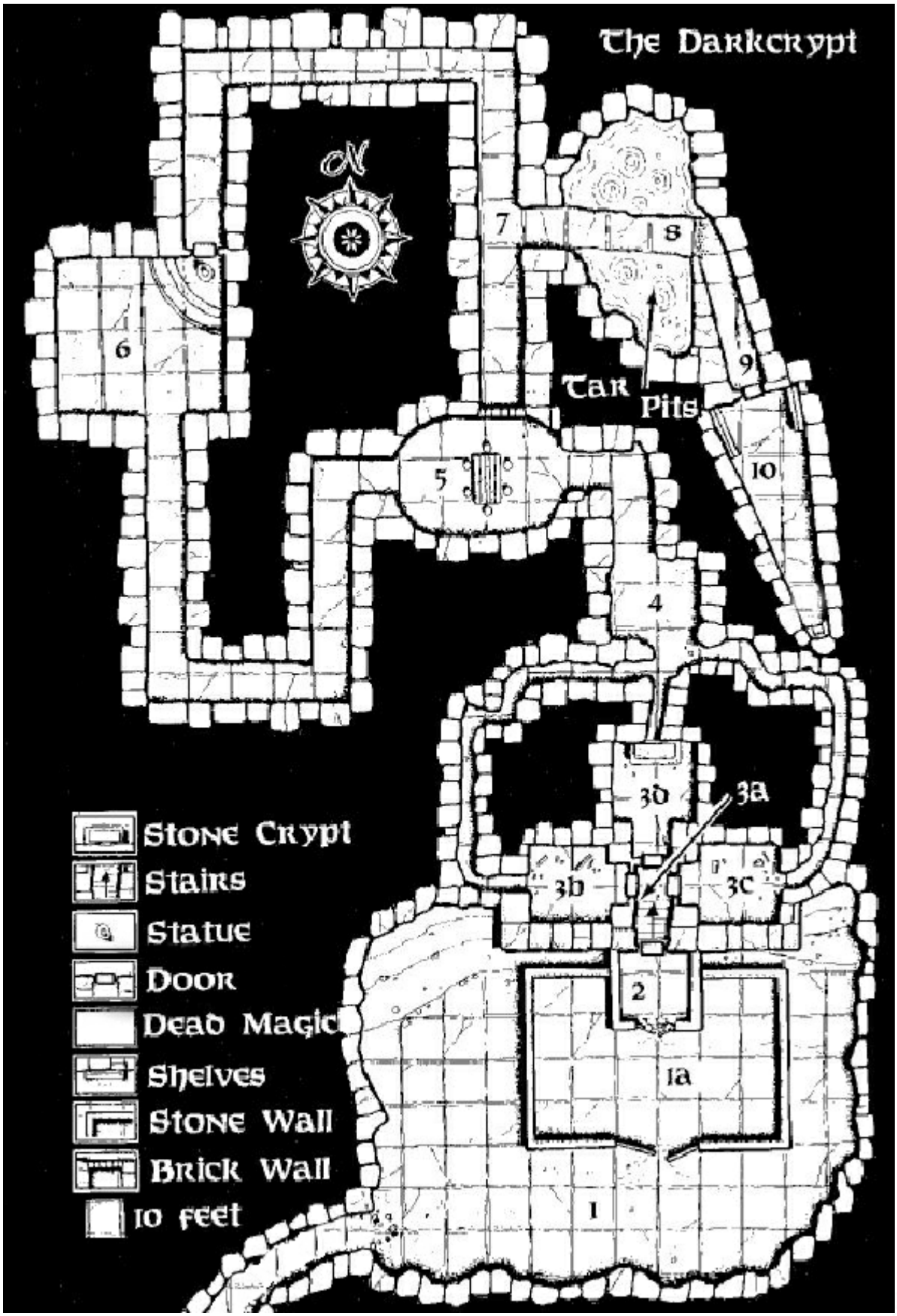
Kyracolide's Precautions

As noted, Kyracolides hides the entrance to his tunnel while he is actually present. In order to find the entrance, PCs must track him to his lair and locate the entrance before the dragon obscures it. A ranger may be able to find Kyracolides's tracks outside the area (Wilderness Lore DC 15) and follow them to the entrance.

LAYOUT OF THE CRYPT

1. The Entrance (EL 7)

The tunnel leads approximately 60 feet into the hillside before opening into a large space. The walls of the tunnel and this room are hewn stone (Climb DC 22),


The Darkcrypt
N
1
1a
2
3a
3b
3c
3d
4
5
6
7
8
9
10
Tar Pits
Stone Crypt
Stairs
Statue
Door
Dead Magic
Shelves
Stone Wall
Brick Wall
10 feet

and the ceiling of this chamber measures almost 20 feet above the hewn stone floor. Running across the floor of the tunnel or this room requires a Dexterity check (DC 13). Those failing the check fall, halting their movement and requiring a move-equivalent action to stand again. Masonry walls surrounding area 1a extend into the area and rise to the ceiling, interrupted by a 20-foot doorway in the south wall. Simple geometric patterns in faded paint are still visible on these walls. An underground stream, roughly 20 feet wide, runs along the north edge of this room, and under rooms 2, 3a, 3b, and 3c. While not particularly cold, the stream is fast moving. Those in the water must make a Strength or Swim check (DC 15) or find themselves swept away. It deals 1d3 points of subdual damage per round to those in it. After about five minutes, the stream flows out from under the hills and makes its way on the surface to Gross Fell. Two giant constrictor snakes have a nest on the bank of stream. They sun themselves outside and live on vermin that find their way into the chamber.

Snake, Giant Constrictor (2): hp 62, 65; see *Monster Manual*, page 200.

Development

Any fight with the snakes will rouse Kyracolides from room 1a, assuming he's not out hunting.

1a. The Lair (EL 5)

The ironbound, double wooden doors to this room stand open. The chamber has flagstone floors. The masonry walls of area 2 extend into this room. A 10-foot-wide doorway in the south wall of area 2 is blocked by rubble pushed up against the double wooden doors. (Kyracolides has piled rubble up, blocking the doors between areas 1a and 2. Removing enough rubble to open the doors is about two hours work.) Here and there one can see rotten bits of old furniture. A few scraps of cloth on the walls are all that remain of the tapestries that once hung here.

Kyracolides sleeps here when not hunting. (He normally hunts at night and sleeps during the day.) The PCs may choose to arrive while he's out and set an ambush.

Kyracolides: Male young blue dragon; CR 5; Medium-size dragon (earth); HD 12d12+24; hp 102; Init +0; Spd 40 ft., burrow 20 ft., fly 150 ft. (poor); AC 21, touch 10, flat-footed 21; Atk +15 melee (1d8+3, bite) and +10 melee (1d6+1, 2 claws) and +10 melee (1d4+1, 2 wings); SA breath weapon (6d8 electricity, 60-ft. line); SQ blindsight 90 ft., *create/destroy water,* immunities , keen senses; AL LE; SV Fort +10, Ref +8, Will +9; Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +10, Diplomacy +5, Hide +15, Intimidate +3, Listen +16, Search +16, Sense Motive +16, Spot +16; Flyby Attack, Hover, Quicken Spell-Like Ability, Wingover.

Breath Weapon (Su): Kyracolides has one type of breath weapon, a 60-foot line of lightning that deals 6d8 points of electricity damage (Reflex save DC 18 half). He can use his breath weapon every 1d4 rounds.

Blindsight (Ex): Kyracolides can discern creatures and objects by nonvisual means within 90 feet. He usually does not need to make Spot or Listen checks to notice creatures within range of his blindsight ability.

***Create/Destroy Water* (Sp):** This ability functions like the *create water* spell, except that Kyracolides can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. A water-containing magic item (such as a potion) or an item in a creature's possession must succeed at a Will save (DC 17) or be ruined. The dragon can use this ability three times per day.

Immunities: Kyracolides is immune to electricity, paralysis, and sleep effects.

Keen Senses (Ex): Kyracolides can see four times as well as a human in low-light conditions and twice as well in normal light. He also has darkvision to a range of 300 feet.

Tactics

Kyracolides uses his breath weapon if he believes he is tougher than his opposition, then begins biting, clawing, and buffeting with his wings. If ambushed, he attacks without mercy, trying to recover his hoard.

Treasure

Here the adventurers will find the dragon's hoard: 100 pp, 800 gp, lapis lazuli gem (10 gp); bloodstone gem, chrysoprase gem, chalcedony gem (all 50 gp); fire opal (1000 gp); *scroll of flaming sphere* (2nd-level arcane spell, 3rd-level caster), *wand of bull's strength*, *+1 chain shirt*, *+2 light hammer.*

Development

The rubble blocking entrance to area 2 is natural stone and earth left over from Kyracolides opening the entrance tunnel to the crypt. Removing enough rubble to open the doors calls for about two hours' work.

2. The Anteroom (EL 8)

Moisture from the subterranean stream has seeped up into this room, promoting the growth of mold, mildew, and various slimes. Running across the floor of the tunnel or this room requires a Dexterity check (DC 13). Those failing the check fall, halting their movement and requiring a move-equivalent action to stand again. A strong wooden door in the north wall appears to be the only other exit, and it is obviously locked (Open Lock DC 25). The shambling mounds living here only recently discovered the crypt. They enjoy being near the blue dragon and are considering becoming its servants in return for the occasional jolt of lightning.

Shambling Mound (2): hp 60, 62.

Treasure

Urns resting against the walls are almost hidden by the slime growing here. They contain 80 gp, a silver pearl (100 gp), and a black pearl (500 gp).

Trapdoor (CR 7): A 5-foot-square trapdoor is set on this side of the door to area 3a. Trying to open the door triggers the trapdoor (Search DC 25, Disable Device DC 25, Reflex save DC 25). The trapdoor automatically resets five minutes after triggering.

While not particularly cold, the stream moves fast. Those in the water must make a Strength or Swim check (DC 15) or find themselves swept away. It deals 1d3 points of subdual damage per round to those in it. After about five minutes, the stream flows out from under the hills and makes its way on the surface to Gross Fell.

3a. The Crypt Corridor (EL 9)

A flight of stairs leads up to a 10-foot-square landing, with a door on each of the other three sides. All are strong wooden doors. The floor is made of flagstones. The door in the north wall, leading to area 3d, is locked (Open Lock DC 25) and trapped. An ancient skeleton lies on the ground before this door. The other doors are merely stuck. A flesh golem lurks here, as close as it can get to the blue dragon's electricity without fighting the shambling mounds in area 2.

Flesh Golem (CR 7): hp 49.

Poison Needle Trap (CR 7): Search DC 25, Disable Device DC 25. If the trap isn't disabled, it injects anyone who tries to pick the lock with deathblade (injury, DC 20, initial damage 1d6 Con, secondary damage 2d6 Con).

Development

If someone poisoned by the needle trap makes sufficient noise, it attracts the attention of the two wraiths in area 3d. They wait for the opportunity to isolate and ambush a poisoned character.

3b. Crypt

This 20-foot-square room was clearly the site of battle long ago. The walls are scarred by weapons and smeared with soot. The ruins of a sarcophagus lie against the wall opposite the door, and a low (3-feet high) opening is clearly visible beyond the ruins. The opening leads to a 5-foot-wide, 10-foot-high corridor that eventually loops to area 4. The floor in the crypt is flagstone, but the floor in the corridor is hewn stone, worn smooth enough that it doesn't interfere with movement.

3c. Crypt

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3d. Crypt (EL 7)

This 20-foot-square room differs from the other crypts, because it has not fallen into disrepair. The sarcophagus resting against the north wall is in good condition but has no decorations or carvings to indicate its contents. Two wraiths make their homes here. The floor in the crypt is flagstone. Searching the sarcophagus may reveal signs of the corridor beyond (Search check, DC 25). Moving the sarcophagus is a Strength check (DC 25, up to three people may assist). Moving the sarcophagus reveals an opening that leads to a 5-foot-wide, 10-foot-high corridor to area 4. The floor in the corridor is hewn stone, worn smooth enough that it doesn't interfere with movement.

Wraith (2): hp 33, 35.

4. The Cloak Room

This 20-foot-square room has masonry walls and flagstone floors. Green stains run down the walls from the remains of copper cloak hooks. A few still have threads or scraps of rotting cloth hanging on them. There is a faint sulfur smell in this room.

5. The Sitting Room (EL 7)

The sitting room holds a 5-foot-wide, 10-foot-long wooden table and six stools. A 10-foot wide corridor opens at either end of the room, one leading to area 4 and the other to area 6. The room smells strongly of sulfur. The walls are masonry, and the floor is flagstone. The table and stools crumble to dust at the slightest touch. A brick wall (1 foot thick, break DC 25, hardness 8, 40 hp), cleverly plastered to resemble the other walls of the chamber, hides a corridor (Search check DC 30) to area 7. Two shadow mastiffs lair here.

Shadow Mastiff (2): hp 30, 32.

Development

The baying of the shadow mastiffs alerts any remaining creatures in areas 3d, 4, 6, 7, and 8.

6. The Worship Room (EL 8)

A 10-foot-wide corridor leads to this 40-foot-square room. In the northeast corner, a statue stands in an area of dead magic. (The "dead magic" area functions as an *antimagic field* cast by an 11th-level wizard.) The walls are a masonry, and the floor is flagstone. The statue is of a well-dressed human male, sneering at the room; it has a symbol of Erythnul carved into its left palm. A stone door (4 inches thick, hardness 8, 60 hp, break DC 28) is clearly visible beyond the statue. There is a strong sulfur smell in this room. A bodak waits here—all that remains of a villager slain by Elizar's evil.

Bodak: hp 58.

Tactics

The bodak assumes anyone tough enough to get past the shadow mastiffs will be weakened, so if it hears the baying it stands just outside the dead magic area, about 15 feet north of the corridor mouth and waits to use its gaze attack. If anyone casts spells at it, the creature steps back into the dead magic area and readies itself for melee. If intruders use missile weapons, the bodak charges them.

7. Pit Entrance (EL 7)

The sulfur smell gets very strong here, and as characters approach they begin to hear a bubbling sound. The corridor grows noticeably warmer as characters approach the entrance to area 8. The walls are masonry, and the floor is flagstone. Four minor xorns wait near the entrance to area 8 to ambush whoever fought the shadow mastiffs.

Minor Xorn (4): hp 19, 22, 17, 23.

Development

If the PCs somehow defeated the shadow mastiffs quietly, the xorns are in area 8.

8. The Tar Pits (EL Varies)

A rough stone bridge leads across the tar pits. This is the lair of four minor xorns, who don't care about the heat. The bridge is roughly 30 feet long, and the center section is actually a trapdoor. If the PCs somehow defeated the shadow mastiffs quietly, the xorns are here, plotting how to get the dragon's treasure.

Minor Xorn (4): CR 3; hp 19, 22, 17, 23.

Trapdoor (CR 7): A 10-foot-square trapdoor is set in the center of the bridge (Search DC 20, Disable Device DC 25, Reflex save DC 25). The trap door automatically resets five minutes after triggering. Treat the hot tar as lava (see "The Environment" in Chapter 3: Running the Game of the *Dungeon Master's Guide*).

Development

Making noise in this area alerts Elizar in area 10.

9. Dead Magic Tunnel

This angled tunnel measures roughly 50 feet long and 10 feet wide. The entire tunnel is an area of dead magic. (The "dead magic" area functions as an *antimagic field* cast by an 11th-level wizard.) A locked iron door (2 inches thick, hardness 10, 60 hp, break DC 28, Open Lock DC 25) blocks the far end. A symbol of Heironeous is etched in the door. A cleric capable of channeling positive energy could open this door if it weren't for the dead magic area.

10. Elizar's Tomb (EL 9)

This triangular room holds a few bookshelves (see Elizar's spellbook, below), a burned-out lantern, and a human male dressed like the statue in area 6 (including the symbol of Erythnul). The human is Elizar Branded

Hand. This room has been Elizar's tomb since the villagers stormed his lair many years ago. They held him back with fire and silver while a cleric etched the holy symbol of Heironeous on the inside of the iron door. They left a lantern burning here to illuminate the symbol while they retreated. Opening the door at last frees Elizar. If it is closed again, the only way to open it from this side is by channeling enough positive energy to turn a 10-HD undead creature.

Elizar Branded Hand: Male human vampire Wiz7; CR 9; Medium-size undead; HD 7d12; hp 45; Init +7; Spd 30 ft.; AC 22, touch 14, flat-footed 19; Atk +6 melee (1d6+4, slam); SA blood drain, domination, energy drain; SQ alternate form, children of the night, cold resistance 20, create spawn, DR 15/+1, electricity resistance 20, fast healing 5, gaseous form, spider climb, turn resistance +4, undead traits; AL CE; SV Fort +2, Ref +7, Will +7; Str 16, Dex 17, Con –, Int 17, Wis 14, Cha 18.

Skills and Feats: Bluff +17, Concentration +14, Diplomacy +8, Hide +11, Intimidate +6, Knowledge (arcana) +13, Listen +12, Move Silently +11, Search +11, Sense Motive +15, Spellcraft +13, Spot +12; Alertness, Blind-Fight, Combat Reflexes, Dodge, Empower Spell, Enlarge Spell, Improved Initiative, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll.

Blood Drain (Ex): Elizar can suck blood from a living victim with his fangs by making a successful grapple check (grapple bonus +3). If he pins the foe, Elizar drains blood, inflicting 1d4 points of Constitution drain each round the pin is maintained.

Domination (Su): Elizar can crush an opponent's will just by looking into his or her eyes. This ability is similar to a gaze attack, except that Elizar must take a standard action, and those merely looking at him are not affected. Anyone Elizar targets must succeed at a Will save (DC 14) or fall instantly under Elizar's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su): This attack happens automatically when Elizar's slam attack hits. Each successful energy drain inflicts two negative levels. For each negative level inflicted on an opponent, Elizar heals 5 points of damage (or 10 on a critical hit), gaining any excess as temporary hit points. After 24 hours have passed, the afflicted opponent must attempt a Fortitude save (DC 14) for each negative level. If successful,the negative level goes away with no harm to the creature; otherwise the creature's level is also reduced by one.

Alternate Form (Su): Elizar can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph self* spell (caster level 12th), except that Elizar can assume only one of the forms listed here per use of the ability. He can remain in that form until he assumes another or until the next sunrise.

Children of the Night (Su): Elizar can command the lesser creatures of the world and once per day can call forth a pack of 4d8 dire rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. Thse creatures arrive in 2d6 rounds and serve him for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by Elizar's energy drain attack rises as a vampire spawn 1d4 days after burial. If Elizar instead drains the victim's Constitution to 0 or below, the victim returns as a spawn if it had 4 or fewer HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of Elizar and remains enslaved until his death.

Fast Healing (Ex): Elizar regains hit points at 5 points of damage each round so long as he has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow Elizar to regrow or reattach lost body parts. If reduced to 0 hit points or lower, Elizar automatically assumes gaseous form and attempts to escape. He must reach his coffin home within 2 hours or be utterly destroyed. (He can travel up to 9 miles in 2 hours.) Once at rest in his coffin, he rises to 1 hit point after 1 hour, then resumes fast healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, Elizar can assume gaseous form at will, as the spell (caster level 5th), but he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Elizar can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): When resolving a turn, rebuke, command, or bolster attempt, Elizar is treated as an 11-HD creature.

Undead Traits: Elizar is immune to poison, sleep, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. He is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals him, and he is not at risk of death from massive damage but is destroyed at 0 hit points or less. Elizar has darkvision (60-foot range). He cannot be raised, and resurrection works only if he is willing.

Wizard Spells Prepared (4/5/4/3/1; save DC = 13 + spell level): 0—*ray of frost* (4); 1st—*cause fear, change self, color spray* (2), *endure elements*; 2nd—*blur* (2), *bull's strength, cat's grace*; 3rd—*fireball* (2), *haste*; 4th—*confusion*.

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st—*cause fear, change self, color spray, comprehend languages, endure elements*; 2nd—*blur, bull's strength, cat's grace, endurance*; 3rd—*fireball, haste*; 4th—*charm monster, confusion*.

Tactics

Elizar's familiar died long ago. Given any warning of the PCs' approach, Elizar begins buffing himself up through spells. He casts *haste* and *blur* on the first round, and *bull's strength* and *cat's grace* on the next. After 2 rounds, he enjoys the following changes to his scores: Init +9; AC 24 (touch 16, flat-footed 19, 20% miss chance due to *blur*); Atk Slam +7 melee (1d6+6, slam); Ref + 9; Str 19, Dex 20. He uses Bluff to make the characters initially believe he is grateful to them for releasing him and that he is harmless. He seeks to lure them out of the dead magic area and into his lair. Once he does so, he casts *confusion* and changes to gaseous form. The dead magic area forces him back into his normal form, but the gaseous form lasts until he gets past the characters. If *confusion* doesn't work, he tries *fireball* and his *wand of magic missiles* (see below). His goal is to disrupt intruders enough to get past them. Once he is past them, he attempts to reach the surface. If it is daylight, he remains in gaseous form in area 1 until night.

Treasure

Elizar is wearing or using all of the following items—*ring of protection +1, ring of counterspells* (*fireball*), *amulet of natural armor +1, bracers of armor +2, wand of magic missiles* (7th-level caster, meaning it throws four missiles), and a black pearl set in a silver necklace (750 gp).

CONCLUDING THE ADVENTURE

If Elizar escapes, he methodically slaughters the villagers of Gross Fell, attacking every night until no one remains. Of course he must return to his coffin occasionally, but he moves it to the village and enslaves villagers to guard it the first night he is free.

If the PCs kill Elizar, they find a symbol of Erythnul burned into his left palm (just like on the statue in area 6). You may develop that into a cult of Erythnul-worshipping vampires and their undead minions, or whatever works best for your campaign.

ABOUT THE AUTHOR

Rich Redman has been a professional writer in the RPG industry for more than three years, and an avid gamer for much longer than that. He's written for a number of games, including Alternity®, Dark*Matter®, *Marvel Super Heroes Adventure Game*, *Star Wars Roleplaying Game*, and the Dungeons & Dragons game.